

Lone Wolf Club Newsletters

Newsletter #New Year's Special 1985

Joe Dever is the creator of the bestselling Lone Wolf adventure books and novels. He is the creator and editor of the original Lone Wolf Club Newsletters that were published between 1985–96.

Gary Chalk is the main illustrator of the early Lone Wolf Club Newsletters.

Fan material included herein such as illustrations, fiction and quizzes are © the respective authors and artists.

Contributors for Project Aon Editions

This project would have been impossible without the helpful contributions of:

Andy Harris – providing scans of this rare Lone Wolf Club Newsletter.

Paul Haskell – providing better quality scans of artwork taken from the books.

Simon Osborne – creator and maintainer of this document.

Internet Edition published by **Project Aon**. This edition is intended to reflect the complete text of the original version. Changes made, such as to correct incorrect or inconsistent spelling, punctuation and grammar have not been noted.

Publication Date: 11 January 2012

Text copyright © 1985 Joe Dever

Illustrations copyright © 1985 Gary Chalk

Distribution of this Internet Edition is restricted under the terms of the **Project Aon License**.

Effort has been made to display the information as close to the originals as possible. Although this has not been possible for all things—for example, the actual fonts used—the result is as close to the originals as they could be.

We have slightly revised the original page layout of this Newsletter for clarity. The original sequence of pages was as follows: Page 1—Title Page; Page 2—blank page; Page 3—Monastery Mailbag (Part I); Page 4—Lone Wolf Software advert; Page 5—Monastery Mailbag (Part II); Page 6—Competition; Page 7—Lone Wolf T-shirt advert; Page 8—blank page.

Scans of the original newsletters have been edited so that many faded illustrations have been coloured consistently black. In some instances, this has resulted in a higher quality output than found in the originals.



1985

New Year's SPECIAL

Dear Member

We've prepared this New Year's Special in response to hundreds of letters sent in by Lone Wolf fans, all wanting to know more about how the Lone Wolf books are written and illustrated—and how the world of Magnamund first came into being.

We hope our New Year's Special will go some of the way towards answering those questions, and give you an idea of what 1985 holds in store for the last of the Kai.

Also, we would like to take this opportunity to thank everyone who has written to us. Your comments, criticisms, and congratulations are very much appreciated.

We wish you, Lone Wolf, a Happy New Year.

MAY YOUR ENDURANCE NEVER RUN OUT!





New Year's SPECIAL

Monastery Mailbag

Here are some of the questions that are most frequently asked in Club Members' letters:

1. How many books are there going to be in the Lone Wolf series?

The saga of Lone Wolf—last of the Kai Lords, spans twelve books. Five of these are set in the 'Basic' series (1–5) which follows Lone Wolf's rise to the rank of Kai Master. Seven adventures are set in the 'Magnakai' series, that lead to the ultimate achievement for a Sommlending warrior—that of becoming a Kai Grand Master. The Magnakai Disciplines are introduced in Book 6—all the Kai Disciplines will of course have been mastered by then in the previous five books.

2. How did the world of Magnamund come into being?

The world of Magnamund is the culmination of seven years of adventure gaming. It started life back in 1977 when Joe dreamed up a world setting for his first Dungeons and Dragons games. (At that time, though, it was known as Chinaraux, pronounced 'chin-arrow'.) While dungeon-mastering those early games, the area now called The Lastlands gradually took shape and expanded.



Role-playing campaigns ended, new ones began, and each contributed to the background and development of the world as a whole. The Kai Lords first made an appearance during a campaign that started in 1979 and lasted for nearly eighteen months. In addition to role-playing campaigns, Magnamund was used as a setting for large fantasy wargames, where players took command of entire countries and fought wars with armies of metal soldiers. Some of the events in Book 4, THE CHASM OF DOOM, were played out on a wargames table back in 1980!



3. How do Joe and Gary write and illustrate a Lone Wolf book?

Each Lone Wolf adventure is part of a larger story that will unfold over the course of twelve books. This larger story, or saga, is the first thing we consider when starting work on a Lone Wolf adventure. Two days are spent discussing what clues and information must be included, for not only is each book a quest in itself, it also contains information and items that will be of vital use later on in the saga. Joe draws up a list of these key points and then drives down to Cornwall. He locks himself away for about a month in a small cottage there—and writes! Meanwhile, Gary is busy working on the colour book-cover and map, and finishing the drawings for the previous adventure. Joe returns, types up his handwritten adventure, and passes a copy on to Gary. The original is sent to Sparrow after having been checked and double-checked, and then the whole process begins again with two days of thrashing out plots, sub-plots, and vital clues!

4. Will you be publishing any other books?

We are currently working on a long-term project called THE MAGNAMUND COMPANION. When it is completed, it will contain all the background information that we cannot put into the Lone Wolf adventures. The following list of chapter headings will give you some idea of what to expect:

The Kai Lords; The Darklords; Sommerlund and the House of Ulnar; The Magnamund Gazetteer; World Map of Magnamund; Solo Adventure; Giaks: Their History and Language; Modelling Magnamund; Campaign Rules for Role-playing in Magnamund; Ragadorn Tavern Board game.

The book is planned as a large-format paperback, containing full-colour maps and illustrations throughout. Publication date is set for October 1986.

FOR
LONE WOLF
CLUB MEMBERS



LONE WOLF SOFTWARE



Fully interactive software adventure games for Lone Wolf 1 & 2 are available for owners of the Sinclair ZX Spectrum 48K. A special feature of the program is a training sequence at the start of the game, in which the player fights with one of his teachers to set his COMBAT SKILLS for the Lone Wolf adventures.

Lone Wolf software is available in most bookshops and computer stores as a book-plus-cassette package at £8.95, or you can buy the cassette-only version at £6.95.

If you have trouble obtaining the Lone Wolf software, then you can obtain it direct from the publishers. Send your order and cheque / postal order, made payable to the Hutchinson Publishing Group, to: Hutchinson Computer Publishing Ltd, 17-21 Conway Street, London, W1P 6JD. (Prices include postage and packing.)

State clearly which program you require and allow 14 days for delivery.

MINI-QUIZ COMPETITION

Here is a short mini-quiz to test your Kai skills.

All you have to do to enter is answer the five questions below, all of which are based on information to be found in the LONE WOLF BOOK—THE CAVERNS OF KALTE.

Print your answers (block capitals please) on the back of a postcard, together with your name and address and T-shirt size (Small/Medium/Large). Send it to:

LONE WOLF CLUB
Sparrow Books
17-21 Conway Street
London
W1P 6JD.

CLOSING DATE FOR THE MINI-QUIZ IS 28 February 1985.



MINI-QUIZ QUESTIONS

1. What is the name of the Ice Fortress?
2. What does 'Myjavik' mean?
3. What is a 'Javek'?
4. Name Lone Wolf's three guides.
5. What does an Ice Barbarian carry in his backpack?



PRIZES!!!

The first correctly completed MINI-QUIZ postcard, picked at random from all those received by 28th February 1985, will win a complete set of autographed LONE WOLF books (including Book 4, THE CHASM OF DOOM), and a Collector's Edition LONE WOLF T-SHIRT.

The next five correctly completed postcards to be picked at random will win runners-up prizes—autographed editions of THE CAVERNS OF KALTE.

GOOD LUCK!

FOR
LONE WOLF
CLUB MEMBERS



Special 'Collector's Edition' Lone Wolf T-Shirt Offer

A limited number of these special 'Flight from the Dark' T-shirts are being offered exclusively to Lone Wolf Club members.

Be one of the first to show your true Kai colours! These stunning black T-shirts are printed in red, white and dark green, and bear this eye-catching LONE WOLF illustration.

Made from the finest machine-washable, 50/50 cotton and polyester mix, these top quality T-shirts are available in the following Sizes:

XS (32"), S (34"),
M (36"-38"),
L (40"), XL (44"-46").



'Collector's Edition' Lone Wolf T-Shirt Offer Order Form

Please send me the following limited edition 'Flight from the Dark' T-shirts:

Please complete the whole coupon in block capitals and return the order to:

LONE WOLF T-SHIRT OFFER
Arrow Books, Dept. JL,
17 Conway Street,
London, W1P 6JD

Make your cheque/postal order payable to Arrow Books. Please ensure your name and address is filled in on the back of cheques.

Please allow 28 days for delivery. If not satisfied we will refund your money immediately. All prices include VAT. If undelivered please return to:- Arrow Books, 17 Conway Street, London, W1P 6JD.

NAME _____

ADDRESS _____

QUANTITY	CHEST SIZE	PRICE		
	XS (32")	£4.95	£	:
	S (34")	£4.95	£	:
	M (36"-38")	£4.95	£	:
	L (40")	£4.95	£	:
	XL (44"-46")	£4.95	£	:
SUB-TOTAL:		£	:	
POSTAGE & PACKING (1 ST SHIRT):		£	:	75p
P&P for each additional T-Shirt only 20p each		£	:	
TOTAL AMOUNT SENT:		£	:	

ONLY
£4.95

plus 75p. post & packing
WHILE STOCKS LAST

**ORDER EARLY TO AVOID
DISAPPOINTMENT**

Project Aon License

21 August 2009

0. Preamble

Joe Dever, author of the Lone Wolf game books, and Ian Page, author of the World of Lone Wolf books are providing certain of their works for free (gratis) download from the internet. Rob Adams, Paul Bonner, Gary Chalk, Melvyn Grant, Richard Hook, Peter Andrew Jones, Cyril Julien, Peter Lyon, Trevor Newton, Peter Parr, Graham Round, and Brian Williams are similarly offering the illustrations that they did for these books. This license is intended to protect the rights of the authors and the illustrators, grant rights to their readers, and preserve the quality of the books distributed in this way.

By viewing or downloading the books or the illustrations, you agree to refrain from redistributing them in any format for any reason. This is intended to protect readers from getting poor quality, unofficial versions or from being asked for payment in exchange for the books by someone who is redistributing them unofficially.

Anyone who wishes to simply view or download the Internet Editions for their own personal use need not worry about running afoul of the terms of this License. These activities are within acceptable behaviour as defined by this License.

This section does not contain the legally binding terms of this license. Please read the precise terms and conditions of this license that follow.

The current version of this license can be found at the following URL:

<http://www.projectaon.org/license/>

1. Definitions

1.0

'License' shall hereafter refer to this document.

1.1

'Authors' shall hereafter refer to Joe Dever, Ian Page, and Gary Chalk, copyright holders for the literary works covered by this license. Where Joe Dever, Ian Page, or Gary Chalk is mentioned singly, they will be referred to by name.

1.2

'Illustrators' shall hereafter refer to Rob Adams, copyright holder of portions of *The Magnumund Companion*; Paul Bonner, holder of the copyrights for the illustrations of the World of Lone Wolf books; Gary Chalk, holder of the copyrights for the illustrations of Lone Wolf books one through eight counted inclusively, holder of the copyrights of portions of *The Magnumund Companion*, and holder of the copyrights for *The Lone Wolf Poster Painting Book*; Melvyn Grant, holder of the copyrights for the illustrations of *Freeway Warrior 1: Highway Holocaust*; Richard Hook, copyright holder of portions of *The Magnumund Companion*; Peter Andrew Jones, copyright holder of the illustrations used in the *Lone Wolf 10th Anniversary Calendar*; Cyril Julien, copyright holder of portions of *The Skull of Agarash*; Peter Lyon, copyright holder of portions of *The Magnumund Companion*; Trevor Newton, copyright holder of the illustrations of *Voyage of the Moonstone*; Peter Parr, copyright holder of the illustrations of *Black Baron* and *White Warlord*, *Emerald Enchanter* and *Scarlet Sorcerer*; Graham Round, copyright holder of portions of *The Magnumund Companion*; and Brian Williams, holder of the copyrights for the illustrations of Lone Wolf books nine through twenty-eight counted inclusively with the exception of the illustrations for book twenty-one, *The Voyage of the Moonstone*, holder of the copyrights of portions of *The Skull of Agarash*, and holder of the copyrights for the illustrations of books two through four, counted inclusively, of the *Freeway Warrior* series. Where Paul Bonner, Gary Chalk, Melvyn Grant, Richard Hook, Peter Andrew Jones, Cyril Julien, Peter Lyon, Graham Round, or Brian Williams is mentioned singly, they will be referred to by name.

1.3

'Internet' shall hereafter refer to any means of transferring information electronically between two or more 'Licensees'. (The term 'Licensee' is defined in Section 1.5 of the License)

1.4

'Internet Editions' shall hereafter refer to the document or documents, any parts thereof or derivative works thereof (including translations) made available to the public under the terms of this License via the Internet. The term 'Internet Editions' is limited to the electronic transcription of certain text and illustrations by the Authors and Illustrators respectively as listed hereafter.

The following are the works written by Joe Dever which are being offered under the terms of this license:

- *Flight from the Dark*;
Copyright 1984 Joe Dever and Gary Chalk.
- *Fire on the Water*;
Copyright 1984 Joe Dever and Gary Chalk.
- *The Caverns of Kalte*;
Copyright 1984 Joe Dever and Gary Chalk.
- *The Chasm of Doom*;
Copyright 1985 Joe Dever and Gary Chalk.
- *Shadow on the Sand*;
Copyright 1985 Joe Dever and Gary Chalk.
- *The Kingdoms of Terror*;
Copyright 1985 Joe Dever and Gary Chalk.
- *Castle Death*;
Copyright 1986 Joe Dever and Gary Chalk.
- *The Jungle of Horrors*;
Copyright 1987 Joe Dever and Gary Chalk.
- *The Cauldron of Fear*;
Copyright 1987 Joe Dever.
- *The Dungeons of Torgar*;
Copyright 1987 Joe Dever.
- *The Prisoners of Time*;
Copyright 1987 Joe Dever.
- *The Masters of Darkness*;
Copyright 1988 Joe Dever.
- *The Plague Lords of Ruel*;
Copyright 1990, 1992 Joe Dever.
- *The Captives of Kaag*;
Copyright 1991 Joe Dever.
- *The Darke Crusade*;
Copyright 1991, 1993 Joe Dever.
- *The Legacy of Vashna*;
Copyright 1991, 1993 Joe Dever.
- *The Deathlord of Ixia*;
Copyright 1992, 1994 Joe Dever.
- *Dawn of the Dragons*;
Copyright 1992 Joe Dever.
- *Wolf's Bane*;
Copyright 1993, 1995 Joe Dever.
- *The Curse of Naar*;
Copyright 1993, 1996 Joe Dever.
- *Voyage of the Moonstone*;
Copyright 1994 Joe Dever.
- *The Buccaneers of Shadaki*;
Copyright 1994 Joe Dever.
- *Midnight's Hero*;
Copyright 1995 Joe Dever.
- *Rune War*;
Copyright 1995 Joe Dever.
- *Trail of the Wolf*;
Copyright 1997 Joe Dever.
- *The Fall of Blood Mountain*;
Copyright 1997 Joe Dever.
- *Vampirium*;
Copyright 1998 Joe Dever.
- *The Hunger of Sejanoz*;
Copyright 1998 Joe Dever.
- *The Magnumund Companion*;
Copyright 1986 Joe Dever.
- *Freeway Warrior 1: Highway Holocaust*;
Copyright 1988 Joe Dever.
- *Freeway Warrior 2: Slaughter Mountain Run*;
Copyright 1988 Joe Dever.

- *Freeway Warrior 3: The Omega Zone*;
Copyright 1989 Joe Dever.
- *Freeway Warrior 4: California Countdown*;
Copyright 1989 Joe Dever.

The following are the works written by Ian Page which are being offered under the terms of this license:

- *Grey Star the Wizard*;
Copyright 1985 Ian Page.
- *The Forbidden City*;
Copyright 1986 Ian Page.
- *Beyond the Nightmare Gate*;
Copyright 1986 Ian Page.
- *War of the Wizards*;
Copyright 1986 Ian Page.

The illustrations created by Rob Adams for the following book are part of the illustrations being offered under the terms of this License:

- *The Magnumund Companion*;
Some illustrations copyright 1986 Rob Adams.

The illustrations created by Paul Bonner for the following books are part of the illustrations being offered under the terms of this License:

- *Grey Star the Wizard*;
Illustrations copyright 1985 Paul Bonner.
- *The Forbidden City*;
Illustrations copyright 1986 Paul Bonner.
- *Beyond the Nightmare Gate*;
Illustrations copyright 1986 Paul Bonner.
- *War of the Wizards*;
Illustrations copyright 1986 Paul Bonner.

The illustrations created by Gary Chalk for the following books are part of the illustrations being offered under the terms of this License:

- *Flight from the Dark*;
Illustrations copyright 1984 Joe Dever and Gary Chalk.
- *Fire on the Water*;
Illustrations copyright 1984 Joe Dever and Gary Chalk.
- *The Caverns of Kalte*;
Illustrations copyright 1984 Joe Dever and Gary Chalk.
- *The Chasm of Doom*;
Illustrations copyright 1985 Joe Dever and Gary Chalk.
- *Shadow on the Sand*;
Illustrations copyright 1985 Joe Dever and Gary Chalk.
- *The Kingdoms of Terror*;
Illustrations copyright 1985 Joe Dever and Gary Chalk.
- *Castle Death*;
Illustrations copyright 1986 Joe Dever and Gary Chalk.
- *The Jungle of Horrors*;
Illustrations copyright 1987 Joe Dever and Gary Chalk.
- *The Magnumund Companion*;
Some illustrations copyright 1986 Gary Chalk.
- *The Lone Wolf Poster Painting Book*;
Copyright 1986 Gary Chalk.

The text written by Gary Chalk for the following book is being offered under the terms of this License:

- *The Lone Wolf Poster Painting Book*;
Copyright 1987 Gary Chalk.

The illustrations created by Melvyn Grant for the following book are part of the illustrations being offered under the terms of this License:

- *Freeway Warrior 1: Highway Holocaust*;
Illustrations copyright 1988 Melvyn Grant.

The illustrations created by Richard Hook for the following book are part of the illustrations being offered under the terms of this License:

- *The Magnumund Companion*;
Some illustrations copyright 1986 Richard Hook.

The illustrations created by Peter Andrew Jones for the following book are part of the illustrations being offered under the terms of this License:

- *Lone Wolf 10th Anniversary Calendar*;
Illustrations copyright 1994 Peter Andrew Jones.

The illustrations created by Cyril Julien for the following book are part of the illustrations being offered under the terms of this License:

- *The Skull of Agarash*;
Some illustrations copyright 1994 Cyril Julien.

The illustrations created by Peter Lyon for the following book are part of the illustrations being offered under the terms of this License:

- *The Magnumund Companion*;
Some illustrations copyright 1986 Peter Lyon.

The illustrations created by Trevor Newton for the following book are part of the illustrations being offered under the terms of this License:

- *Voyage of the Moonstone*;
Illustrations © 1994 Trevor Newton.

The illustrations created by Peter Parr for the following books are part of the illustrations being offered under the terms of this License:

- *Black Baron*;
Illustrations © 1986 Peter Parr.
- *White Warlord*;
Illustrations © 1986 Peter Parr.
- *Emerald Enchanter*;
Illustrations © 1986 Peter Parr.
- *Scarlet Sorcerer*;
Illustrations © 1986 Peter Parr.

The illustrations created by Graham Round for the following book are part of the illustrations being offered under the terms of this License:

- *The Magnumund Companion*;
Some illustrations copyright 1986 Graham Round.

The illustrations created by Brian Williams for the following books are part of the illustrations being offered under the terms of this License:

- *The Cauldron of Fear*;
Illustrations Copyright 1987 Brian Williams.
- *The Dungeons of Torgar*;
Illustrations Copyright 1987 Brian Williams.
- *The Prisoners of Time*;
Illustrations Copyright 1987 Brian Williams.
- *The Masters of Darkness*;
Illustrations Copyright 1988 Brian Williams.
- *The Plague Lords of Ruel*;
Illustrations Copyright 1990, 1992 Brian Williams.
- *The Captives of Kaag*;
Illustrations Copyright 1990, 1992 Brian Williams.
- *The Darke Crusade*;
Illustrations Copyright 1991, 1993 Brian Williams.
- *The Legacy of Vashna*;
Illustrations Copyright 1991, 1993 Brian Williams.
- *The Deathlord of Ixia*;
Illustrations Copyright 1992 Brian Williams.
- *Dawn of the Dragons*;
Illustrations Copyright 1992 Brian Williams.
- *Wolf's Bane*;
Illustrations Copyright 1993 Brian Williams.
- *The Curse of Naar*;
Illustrations Copyright 1993 Brian Williams.
- *The Buccaneers of Shadaki*;
Illustrations Copyright 1994 Brian Williams.
- *Midnight's Hero*;
Illustrations Copyright 1995 Brian Williams.
- *Rune War*;
Illustrations Copyright 1995 Brian Williams.
- *Trail of the Wolf*;
Illustrations Copyright 1997 Brian Williams.
- *The Fall of Blood Mountain*;
Illustrations Copyright 1997 Brian Williams.
- *Vampirium*;
Illustrations Copyright 1998 Brian Williams.

- *The Hunger of Sejanoz*;
Illustrations Copyright 1998 Brian Williams.
- *The Skull of Agarash*;
Some illustrations copyright 1994 Brian Williams.
- *Freeway Warrior: Slaughter Mountain Run*;
Illustrations Copyright 1988 Brian Williams.
- *Freeway Warrior: The Omega Zone*;
Illustrations Copyright 1989 Brian Williams.
- *Freeway Warrior: California Countdown*;
Illustrations Copyright 1989 Brian Williams.

The works distributed under the collective title *Lone Wolf Club Newsletters*—which are composed of, in part, the above named works—will also be distributed under the terms of this License.

'Internet Editions' shall not refer to any other works by the Authors, nor any other illustrations by the Illustrators unless the Authors or Illustrators amend this License. 'Internet Editions' shall refer solely to the text and illustrations of the above works when made available through the Internet.

1.5

'Licensee' shall hereafter refer to any person or electronic agent who receives some portion or all of the Internet Editions. The 'Licensee' shall hereinafter be referred to as 'Licensee' or 'you'.

1.6

'Distribution Point' shall hereafter refer to the specific Internet site or sites to which the Authors and Illustrators have granted rights to distribute the Internet Editions.

1.7

'Maintainer' shall hereafter refer to the person or persons who are responsible for the maintenance of the Distribution Point.

2. Terms of Distribution

2.0

The terms of this License are limited to the distribution of the Internet Editions. No other form of distribution is covered under the terms of this License.

2.1

The Authors and Illustrators grant you the right to receive a copy or copies of the Internet Editions from the Distribution Point at no charge provided that you agree to all of the terms and obligations of this License. If you do not agree to all of the terms and obligations of this License, you are not granted any rights by this License.

You agree to be bound by the terms and obligations of this License by the act of receiving or viewing a copy of any portion of the Internet Editions even though you have not signed a written document. Indeed, you have no right to receive or view a copy or copies without first accepting this License as legally valid and binding and agreeing to the terms and obligations of this License.

2.2

You agree to refrain from redistributing the Internet Editions in any form, electronic or otherwise, to any other person or persons for any reason by any means. You are granted the right to receive a copy or copies only for your own personal use.

This License does not collectively grant any rights to corporations or groups of individuals when regarded as one legal entity. This License exclusively grants rights to private individuals.

Redistribution includes but is not limited to displaying the Internet Editions within the graphical representation of an Internet site other than the Distribution Point. This prohibition includes but is not limited to the use of HTML 'frames'.

An exception to the restrictions on redistribution in this section is made in that you may send the Internet Editions or derivative works thereof to the Distribution Point by the consent of the Maintainer.

2.3

The Authors and Illustrators retain all other rights to their respective portions of the Internet Editions not covered by this License. The Authors or Illustrators may, at any time, without notice and without need to show due cause,

revoke the rights granted to you by this License to their respective portions of the Internet Editions.

2.4

If a person is under the legal age to be able to enter into a contractual relationship as defined by the laws of the area in which that person resides, they may have a parent or legal guardian agree to be bound by the terms and obligations of this License. On condition of agreeing to be bound by the terms of the License, that same parent or legal guardian may thereafter give a copy or copies of the Internet Editions to that child. That parent or legal guardian is thereafter legally responsible to ensure that that child behaves in accordance with all of the terms and obligations of this License.

The authority of a parent or legal guardian to distribute the Internet Editions does not extend to the distribution of the Internet Editions to any other person or persons except his or her child or legal dependent.

3. Termination of the License

3.0

If for any reason you are unable to comply with any of the terms and obligations of this License, you agree to destroy all copies of the Internet Editions of which you have control within fourteen calendar days after the first violation.

3.1

If any of the Authors or the Illustrators revokes your rights granted under this License, you agree to destroy all copies of the Authors' or Illustrators' work which is a part of the Internet Editions of which you have control within fourteen calendar days of receiving notification in any form.

4. Jurisdiction

4.0

If, in consequence of court judgement or the laws of a particular area, any portion of the License is held as invalid or unenforceable in any particular circumstance, you are no longer granted any rights under the terms of this License in that circumstance. You agree to act in accordance with section 3.0 for all copies of the Internet Editions for which the License is held as invalid or unenforceable as if you had violated the terms and obligations of the License. The License is intended to remain in force in all other circumstances.

5. Revision of the License

5.0

The Authors and the Illustrators may publish revisions of this License in the future to address new concerns. Any further revisions will be legally binding at the time that you receive notification in any form of the revision.

6. NO WARRANTY

6.0

BECAUSE THE INTERNET EDITIONS ARE LICENSED FREE OF CHARGE, THERE IS NO WARRANTY FOR THE INTERNET EDITIONS, TO THE EXTENT PERMITTED BY APPLICABLE LAW. EXCEPT WHEN OTHERWISE STATED IN WRITING THE COPYRIGHT HOLDERS OR OTHER PARTIES PROVIDE THE INTERNET EDITIONS "AS IS" WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESSED OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF FITNESS FOR A PARTICULAR PURPOSE. THE ENTIRE RISK AS TO THE QUALITY OF THE INTERNET EDITIONS IS WITH YOU. SHOULD THE INTERNET EDITIONS PROVE DEFECTIVE, YOU ASSUME THE COST OF ALL NECESSARY REPAIRS.

6.1

IN NO EVENT UNLESS REQUIRED BY APPLICABLE LAW OR AGREED TO IN WRITING WILL ANY COPYRIGHT HOLDER OR MAINTAINER BE LIABLE TO YOU FOR DAMAGES, INCLUDING ANY GENERAL, SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES ARISING OUT OF THE USE OR INABILITY TO USE THE INTERNET EDITIONS (INCLUDING BUT NOT LIMITED TO LOSS OF DATA OR DATA BEING RENDERED INACCURATE OR LOSSES SUSTAINED BY YOU OR THIRD PARTIES OR A FAILURE OF THE INTERNET EDITIONS TO OPERATE WITH ANY PROGRAMS), EVEN IF SUCH HOLDER OR OTHER PARTY HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.